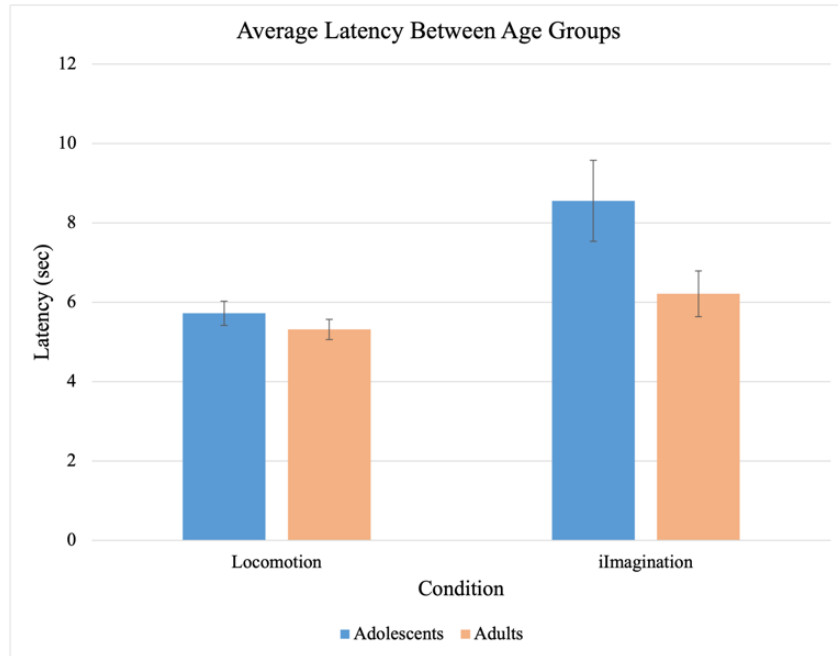


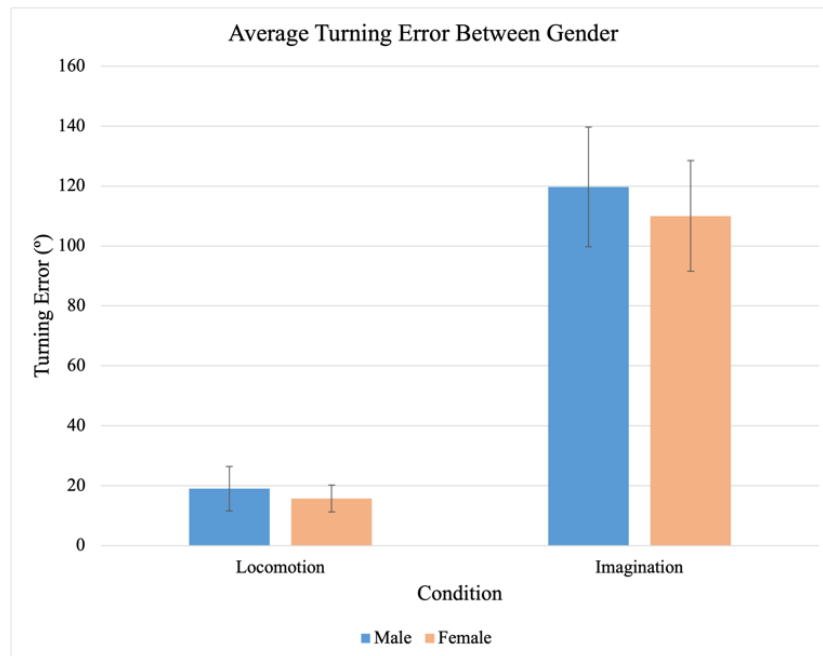
# Recalibration and Spatial Recall in an Immersive Virtual Environment

Sonya Jayathilake\*, Haley Adams, Gayathri Narasimham, Bobby Bodenheimer

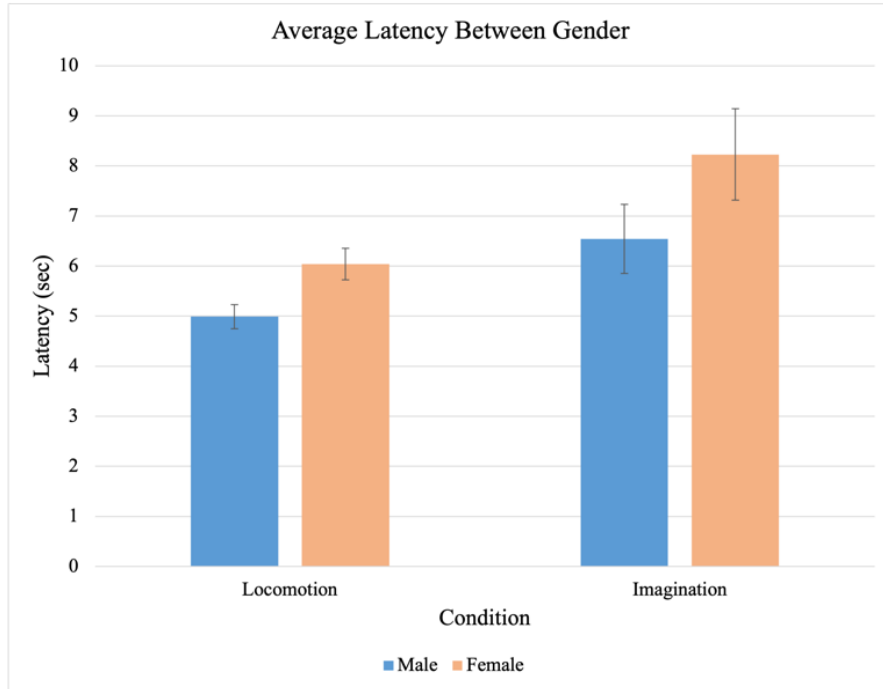
SUPPORTING INFORMATION



**Supporting Figure 1.** Depicts the average latency of adolescents and adults. There was no significant difference between age groups and conditions.



**Supporting Figure 2.** Depicts the average turning error on the y-axis of males and females. There was no significant difference between gender and conditions.



**Supporting Figure 3.** Depicts the average latency of males and females in both conditions. There was no significant difference between gender and conditions.